

CLAIMS

What is claimed is:

1. A performance monitoring system, comprising:
a performance component that initiates at least one low-priority thread involving at least one computing resource; and
a monitoring component that obtains at least one performance parameter for the computing resource derived, at least in part, from the low-priority thread initiated by the performance component.
2. The system of claim 1, the low-priority thread comprising at least one selected from the group consisting of a memory-intensive operation thread and a computationally-intensive operation thread.
3. The system of claim 1, the computing resource comprising at least one selected from the group consisting of a central processing unit (CPU) and a memory resource.
4. The system of claim 1, the performance parameter comprising at least one from the group consisting of available central processing unit (CPU) processing time, available memory, and available CPUs.
5. A dynamically linked library (DLL) comprising the system of claim 1.
6. A method for facilitating computing system performance, comprising:
executing at least one low-priority thread involving at least one computing resource; and
obtaining at least one performance parameter for the computing resource derived, at least in part, from execution of the low-priority thread.

7. The method of claim 6, the low-priority thread comprising at least one selected from the group consisting of a memory-intensive operation thread and a computationally-intensive operation thread.

8. An entity employing the method of claim 6 comprising at least one selected from the group consisting of a light-weight operating system, a self-tuning application, a cell phone, a personal digital assistant (PDA), a logical central processing unit (CPU), an application programming interface (API), a computer, a server, and a handheld electronic device.

9. A computer readable medium having stored thereon computer executable components of the system of claim 1.

10. A device employing the system of claim 1 comprising at least one selected from the group consisting of a computer, a server, and a handheld electronic device.

11. A performance monitoring system, comprising:
a performance component that initiates at least one high-frequency interrupt involving at least one computing resource; and
a monitoring component that obtains at least one performance parameter for the computing resource derived, at least in part, from the high-frequency interrupt initiated by the performance component.

12. The system of claim 11, the high-frequency interrupt comprising an interrupt with a frequency of at least approximately 300 Hertz.

13. The system of claim 11, the computing resource comprising at least one selected from the group consisting of a central processing unit (CPU) and a memory resource.

14. The system of claim 11, the performance parameter comprising at least one from the group consisting of available central processing unit (CPU) processing time, available memory, and available CPUs.

15. A dynamically linked library (DLL) comprising the system of claim 11.

16. A method for facilitating computing system performance, comprising:
executing at least one high-frequency interrupt involving at least one computing resource; and
obtaining at least one performance parameter for the computing resource derived, at least in part, from execution of the high-frequency interrupt.

17. The method of claim 16, the high-frequency interrupt comprising an interrupt with a frequency of at least approximately 300 Hertz.

18. An entity employing the method of claim 16 comprising at least one selected from the group consisting of a light-weight operating system, a self-tuning application, a cell phone, a personal digital assistant (PDA), a logical central processing unit (CPU), an application programming interface (API), a computer, a server, and a handheld electronic device.

19. A computer readable medium having stored thereon computer executable components of the system of claim 11.

20. A device employing the system of claim 11 comprising at least one selected from the group consisting of a computer, a server, and a handheld electronic device.

21. A performance monitoring system, comprising:
a performance component that initiates at least one low-priority thread involving at least one computing resource and at least one high-frequency interrupt involving at least one computing resource; and
a monitoring component that obtains at least one performance parameter for the computing resource derived, at least in part, from at least one selected from the group consisting of the low-priority thread and the high-frequency interrupt initiated by the performance component.
22. The system of claim 21, the low-priority thread comprising at least one selected from the group consisting of a memory-intensive operation thread and a computationally-intensive operation thread.
23. The system of claim 21, the high-frequency interrupt comprising an interrupt with a frequency of at least approximately 300 Hertz.
24. The system of claim 21, the computing resource comprising at least one selected from the group consisting of a central processing unit (CPU) and a memory resource.
25. The system of claim 21, the performance parameter comprising at least one from the group consisting of available central processing unit (CPU) processing time, available memory, and available CPUs.
26. A method for facilitating computing system performance, comprising:
executing at least one low-priority thread involving at least one computing resource and at least one high-frequency interrupt involving at least one computing resource; and
obtaining at least one performance parameter for the computing resource derived, at least in part, from execution of at least one selected from the group consisting of the low-priority thread and the high-frequency interrupt.

27. The method of claim 26, the low-priority thread comprising at least one selected from the group consisting of a memory-intensive operation thread and a computationally-intensive operation thread.

28. An entity employing the method of claim 26 comprising at least one selected from the group consisting of a light-weight operating system, a self-tuning application, a cell phone, a personal digital assistant (PDA), a logical central processing unit (CPU), an application programming interface (API), a computer, a server, and a handheld electronic device.

29. A computer readable medium having stored thereon computer executable components of the system of claim 21.

30. A device employing the system of claim 21 comprising at least one selected from the group consisting of a computer, a server, and a handheld electronic device.

31. A system that facilitates performance monitoring, comprising:
means for initiating at least one selected from the group consisting of at least one low-priority thread involving at least one computing resource and at least one high-frequency interrupt in at least one computing resource; and
means for obtaining at least one performance parameter for the computing resource derived, at least in part, from at least one selected from the group consisting of the low-priority thread and the high-frequency interrupt.

32. A data packet transmitted between two or more computer components that facilitates computing performance, the data packet comprising, at least in part, information relating to a computing performance system that utilizes, at least in part, at least one selected from the group consisting of at least one low-priority thread with memory and computationally-intensive operations and at least one high-frequency interrupt to determine availability of computing resources.